Inputs/Inlets

Outputs/Outlets

Main Types of Syntax

**Object** – can take on vast variety of attributes depending on value

Shape:

**Message** – sends value to designated output (clickable)

Shape:

**Number/Number 2** – value is always a number; continuously sends value through output; altered through a vertical strafe scroll (number 2) or conventional input

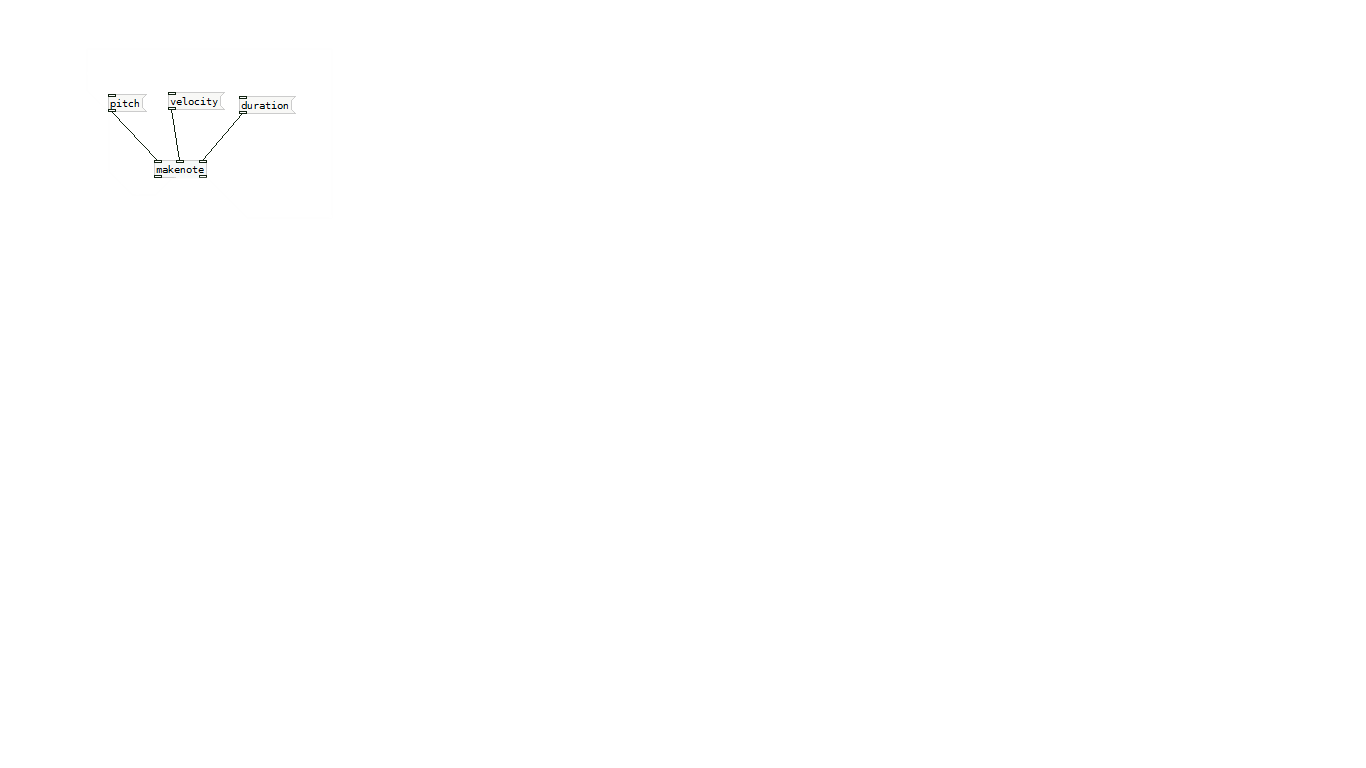
Shape:

**Bang** – initiates action in output (clickable)

Shape:

Useful Object Types

Full list of object are found with right-click on canvas (white) > Help. These are the ones I will possibly use or yield potential for algorithmic composition.

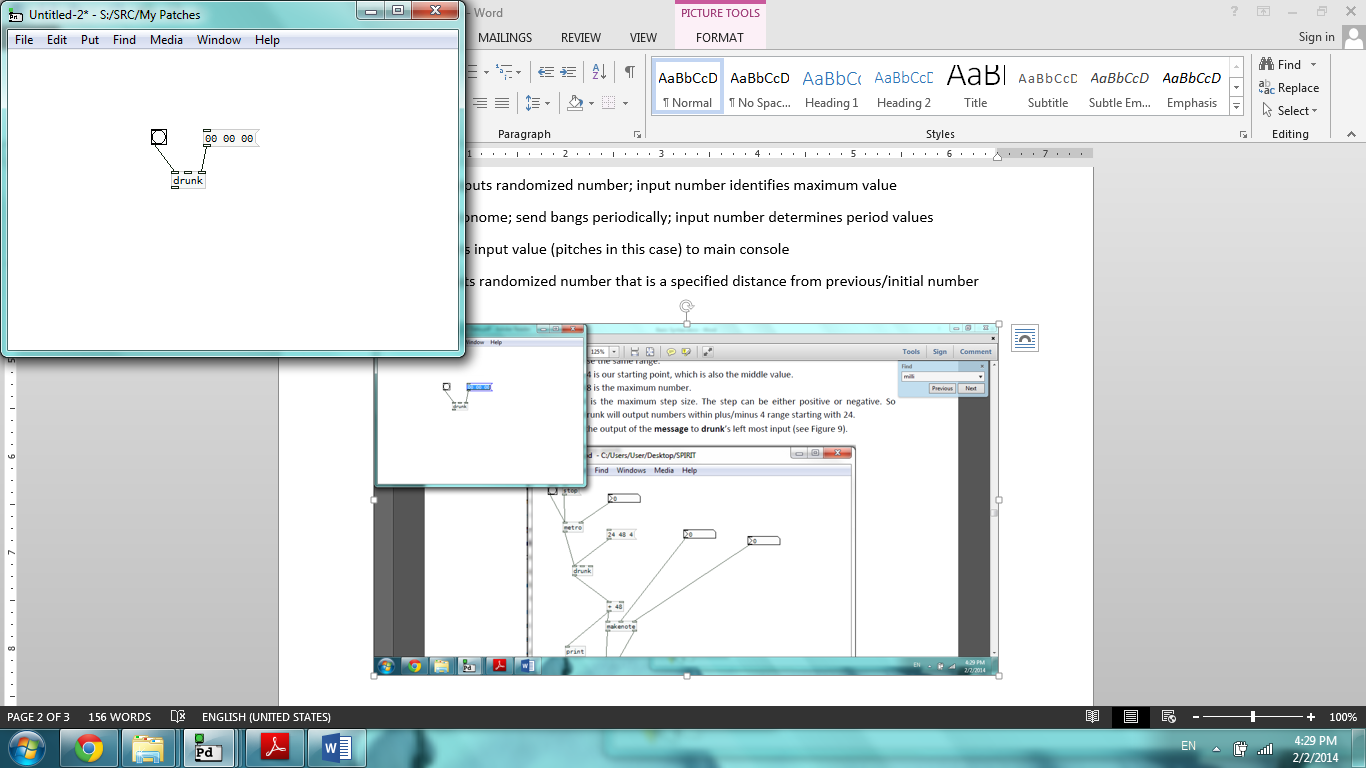
**makenote** – produces sound values based on three input values: *pitch (0-127 Midi), velocity (attack) (0-127 Midi), duration (milliseconds)*

**noteout** – exports the sound values as actual noise when it is an output of *makenote*

**random** – outputs randomized number; input message OR numerical suffix identifies maximum value

**metro** – metronome; send bangs periodically; input number determines period values in milliseconds

**print** – exports input value (pitches in this case) to main console

**drunk** –outputs randomized number that is a specified distance from previous/initial number input

* Needs a bang to initiate
* Input message contains numerical parameters in the format X Y Z
* **X** = Starting/initial point
* **Y** = Maximum value
* **Z** = Maximum step size (next value ranges from 0-Z +/- the previous value)

**table** – links an array (message) to main syntax chain through **set** (message) and **tabread** (object which implements tables); array contains list of values that input (potentially used for scales?)

**send/receive** – sends/receives values wirelessly